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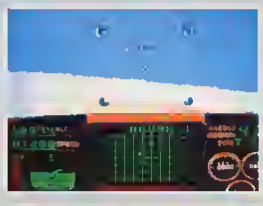
AS VS. KIT

# TOP GUN™



- For vs. System
- Continuation Feature

KONAMI®

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# VS. TOP GUN™

1) For vs. System

2) Continuation Feature

3) Player's Controls Are:
   1 Joystick
   2 Buttons:
   missile/speed down
   machine gun/speed up

**Description:**
Only the best of the best will successfully complete all the dangerous, top-secret missions given in Top Gun. The player is one of the top fighter pilots in the world. He takes command of an F-14 jet fighter. His first mission is his training. He checks his altitude, fuel level, and the air speed. He can also check the status of his missiles (number remaining and missile type). The player carefully selects his missiles at the beginning of each mission:

| TYPE | QUANTITY | POWER |
|---|---|---|
| T-11 Hound | 40 | x1 |
| T-22 Wolf | 20 | x2 |
| T-33 Tiger | 10 | x4 |

During each mission, the player's F-14 can be destroyed by a barrage of enemy shots, or a direct hit from an enemy missile. He must use his best aerial maneuvers to avoid being locked on from behind or in front, while at the same time he is shooting and aiming his missiles at enemy jets, submarines, aircraft carriers, etc. The radar monitor signals position of enemy planes. It also alerts the player to any danger (e.g. if he is locked on, low on fuel, etc.) and also gives instructions (e.g. speed up, etc.). Another threat the player faces is running out of fuel. However, the player is given the opportunity to refuel in mid-air.

After successfully completing some missions, the player returns to the aircraft carrier. He concentrates all his effort on guiding his jet in for a perfect landing. If he fails the landing, he will crash and burn. If he succeeds, the F-14 then is refueled, reloaded, and is ready for take-off to the next death-defying mission.

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